

JUMP

Players One or more

Materials Cards ace (or 1) through 9

Goal In four jumps, remove all but the 5 card in the middle

- How to Play**
1. Lay out number cards 1–9 as shown.
 2. Remove all the number cards (except 5) in four moves by jumping over each card with a card that is next to it or on a diagonal.
For example, 5 can jump over 2 or 3, then remove the jumped (2 or 3) card.
 - Double jumps count as one move.
 3. You have to end with 5 in the middle to win.

	1	2	3	
	4	5	6	
	7	8	9	